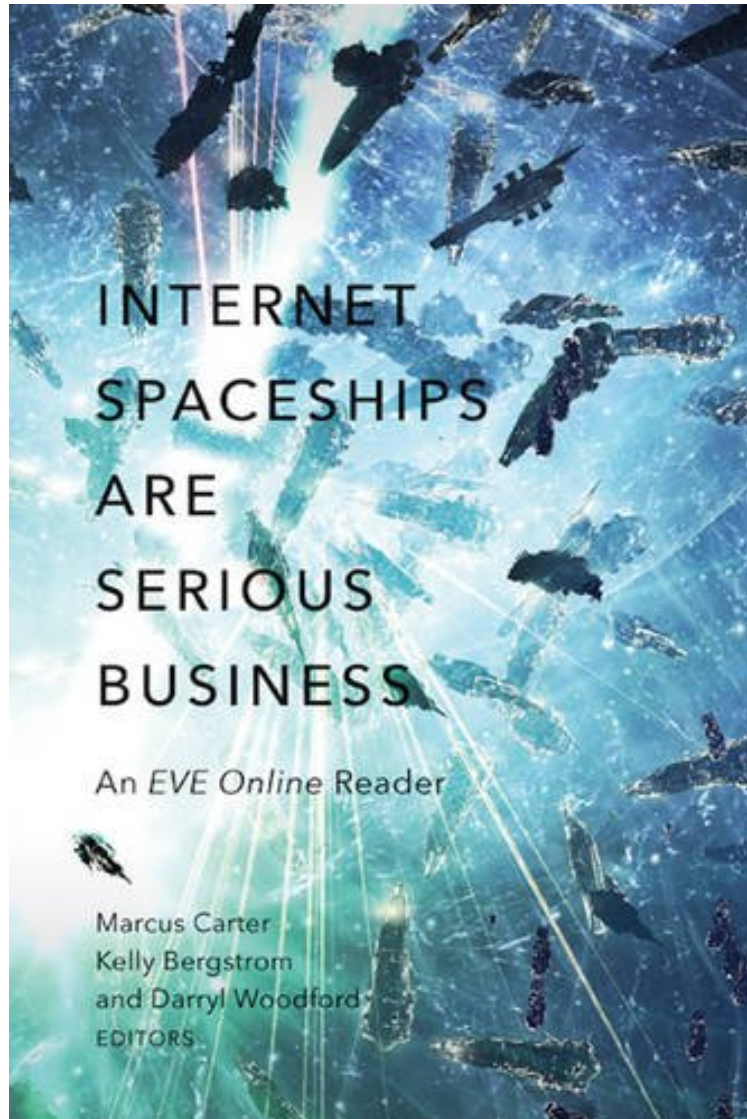


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# Internet Spaceships Are Serious Business: An EVE Online Reader

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**From Carter Marcus : Internet Spaceships Are Serious Business: An EVE Online Reader** before purchasing it in order to gage whether or not it would be worth my time, and all praised Internet Spaceships Are Serious Business: An EVE Online Reader:

8 of 9 people found the following review helpful. Stiff, Often Awkward and Distanced, Academic Essays Don't Approach Human Experience in EVEBy Gabrielle S. HonThough EVE is certainly worthy of the kind of critical eye that academia can provide, I'm not sure this attempt was terribly successful. The inclusion of player-written essays

provide stark highlight on the stiff, often awkward, academic authored pieces. While the authors raise interesting points, and throw light on things like women in EVE, the formality of the academic pose distances them from the real human experience of EVE players. I think, ultimately, that these failures stem from the nature of academic writing. Ironically, one of the latter pieces in the collection advocates for EVE historians, just as Andrew Groen's outstanding 'Empires of EVE' is released. 0 of 0 people found the following review helpful. Great book By A. Colon I first read the sample of this book and was hooked. I found the book to be very entertaining and a very insightful look into the world of Eve Online. I never liked playing the game, but I always found the stories coming out of it truly fascinating. After reading this I've come back to it and found it has changed and improved a lot! Great book. 0 of 0 people found the following review helpful. Academic study/review of aspects of Eve Online By Wallace Webster Good academic study of Eve Online. Assumes a college education, so don't buy if for light reading. Could see this as a text in college class on sociological aspects of video games.

EVE Online is a socially complex, science-fiction-themed universe simulation and massively multiplayer online game (MMOG) first released in 2003. Notorious for its colossal battles and ruthless player culture, it has hundreds of thousands of players today. In this fascinating book, scholars, players, and EVE's developer (CCP Games) examine the intricate world of EVE Online--providing authentic accounts of lived experience within a game with more than a decade of history and millions of real dollars behind it. *Internet Spaceships Are Serious Business* features contributions from outstanding EVE Online players, such as The Mittani, an infamous member of the games community, as well as academics from around the globe. They cover a wide range of subjects: the games technicalities and its difficulty; its projection of humanity's future in space; the configuration of its unique, single-server game world; the global nature of warfare in its nullsec territory (and how EVE players have formed a global concept of time); stereotypes of Russian players; espionage play; in-game memorials to Vile Rat (aka U.S. State Department official Sean Smith, murdered in the 2012 Benghazi attack); its gendered playing experience; and CCP Games relationship with players; and its history and legacy. *Internet Spaceships Are Serious Business* is a must for EVE Online players interested in a broad perspective on their all-consuming game. It is also accessible to scholars, game designers seeking to understand and replicate the successful aspects unique to EVE Online, and even those who have never played this notoriously complex game. Contributors: William Sims Bainbridge, National Science Foundation; Chribba; Jędrzej Czarnota; Kjartan Pierre Emilsson; Dan Erdman; Rebecca Frainow; Martin R. Gibbs, U of Melbourne; Catherine Goodfellow; Kathryn Gronsbell; Keith Harrison; Kristin MacDonough; Mantou (Zhang Yuzhou); Oskar Milik; The Mittani (Alexander Gianturco); Joji Mori; Richard Page; Christopher Paul, Seattle U; Erica Titkemeyer, U of North Carolina at Chapel Hill; Nick Webber, Birmingham City U.

"*Internet Spaceships Are Serious Business* is one of the most comprehensive collections of works on EVE Online ever produced, but written in language that is accessible to the uninitiated reader. It captures a side of EVE that is often lost in academic writings, and each chapter stands as a snapshot in time of one of the world's most unique and well-studied massively multiplayer online games." Brendan Drain, MMO expert "A book as unique as EVE itself will make you think, help you understand a game you may never play, and afford a glimpse onto a less traveled byway of the gaming universe. The roster of authors is delightfully varied, with contributions from archivists, developers, players, PhD students, and researchers, broadening inquiry into a thoughtful, engaging treatment of a cherished game." Bonnie Nardi, author of *My Life as a Night Elf Priest: An Anthropological Account of World of Warcraft* "By addressing everything from collaboration to conflict, from economics to embodiment, the authors of *Internet Spaceships Are Serious Business* use the specific case study of EVE Online to investigate how emerging digital technologies reshape selfhood and society." Tom Boellstorff, author of *Coming of Age in Second Life: An Anthropologist Explores the Virtually Human*